CLAIMS

What is claimed is:

1. A method for providing a scheduler object adapted to facilitate the playback of an event simultaneously on a plurality of networked client apparatuses, comprising the steps of:

(a) determining a current time, a start time when an event is to start, and a stop time when the event is to end;

(b) calculating a length of the event based on the start time and the stop time;

(c) storing a command in memory if any portion of the length of the event takes place during a predetermined threshold period; and

(d) creating a loop at the start time during which a lapsed time of the event is tracked.

2. A method as recited in claim 1, wherein the current time is determined by querying a clock of one of the client apparatuses.

3. A method as recited in claim 1, wherein the command is adapted to automatically begin playing back the event at the start time, and the event is stored in a memory of the client apparatus.

4. A method as recited in claim 1, and further comprising the step of storing chapter information in the memory if any portion of the length of the event takes place during a predetermined threshold period, and the memory includes a digital video disc (DVD).

5. A method as recited in claim 1, wherein chapter information is retrieved during the loop, and the memory includes a digital video disc (DVD).

6. A method as recited in claim 5, and further comprising the step of creating a second loop upon the beginning of a chapter during which information on a next chapter is retrieved.

7. A computer program embodied on a computer readable medium for providing a scheduler object adapted to facilitate the playback of an event simultaneously on a plurality of networked client apparatuses, comprising:

(a) a code segment for determining a current time, a start time when an event is to start, and a stop time when the event is to end;

(b) a code segment for calculating a length of the event based on the start time and the stop time;

(c) a code segment for storing a command in memory if any portion of the length of the event takes place during a predetermined threshold period; and

(d) a code segment for creating a loop at the start time during which a lapsed time of the event is tracked.

8. A computer program as recited in claim 7, wherein the current time is determined by querying a clock of one of the client apparatuses.

9. A computer program as recited in claim 7, wherein the command is adapted to automatically begin playing back the event at the start time, and the event is stored in a memory of the client apparatus.

10. A computer program as recited in claim 7, and further comprising a code segment for storing chapter information in the memory if any portion of the length of the event takes place during a predetermined threshold period, and the memory includes a digital video disc (DVD).

11. A computer program as recited in claim 7, wherein chapter information is retrieved during the loop, and the memory includes a digital video disc (DVD).

12. A computer program as recited in claim 5, and further comprising a code segment for creating a second loop upon the beginning of a chapter during which information on a next chapter is retrieved.

13. A system for providing a scheduler object adapted to facilitate the playback of an event simultaneously on a plurality of networked client apparatuses, comprising:

(a) logic for determining a current time, a start time when an event is to start, and a stop time when the event is to end;

(b) logic for calculating a length of the event based on the start time and the stop time;

(c) logic for storing a command in memory if any portion of the length of the event takes place during a predetermined threshold period; and

(d) logic for creating a loop at the start time during which a lapsed time of the event is tracked.

14. A system as recited in claim 13, wherein the current time is determined by querying a clock of one of the client apparatuses.

15. A system as recited in claim 13, wherein the command is adapted to automatically begin playing back the event at the start time, and the event is stored in a memory of the client apparatus.

16. A system as recited in claim 13, and further comprising logic for storing chapter information in the memory if any portion of the length of the event takes place during a predetermined threshold period, and the memory includes a digital video disc (DVD).

17. A system as recited in claim 13, wherein chapter information is retrieved during the loop, and the memory includes a digital video disc (DVD).

18. A system as recited in claim 17, and further comprising logic for creating a second loop upon the beginning of a chapter during which information on a next chapter is retrieved.